

DC
MAXI-SERIES 7 of 12

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NO. 7
NOV.
APPROVED
BY THE
COMICS
CODE
AUTHORITY

AMETHYST

PRINCESS
OF GEMWORLD

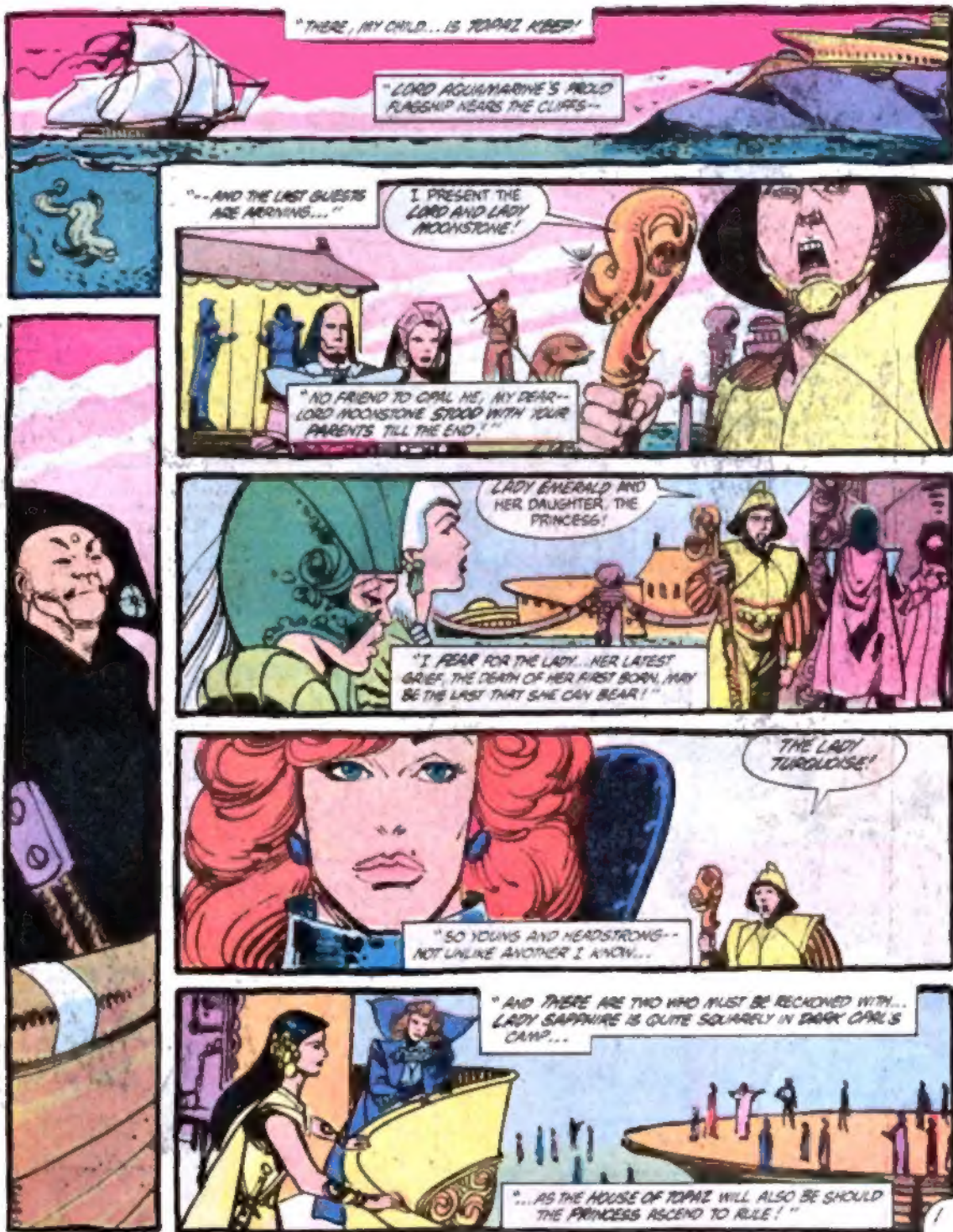
THE
UNINVITED!



THE NEW

THERE'S NO
STOPPING
US NOW.

Pérez
&
Colón



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IT IS GOOD THAT YOU STOLE THIS WATER FROM THE WELL OF VISION, AMETHYST.

...FOR IT ALLOWS US TO KNOW WHAT OUR ENEMIES DO NOT!

* IN THE AMETHYST PREVIEW -- K.B.

BUT WHY IS IT SO IMPORTANT FOR LORD SARNET AND ME TO BREAK UP THIS WEDDING, CITRINA?

BECAUSE SOMEDAY PRINCESS TOPAZ WILL LEAD HER HOUSE...

AND DARK ORAL WOULD MAKE CERTAIN THAT HER YOUNGER BROTHER--WHO LIKE HIS FATHER HARBORS LOYALTY TO YOU--CANNOT CHALLENGE HER RULE!

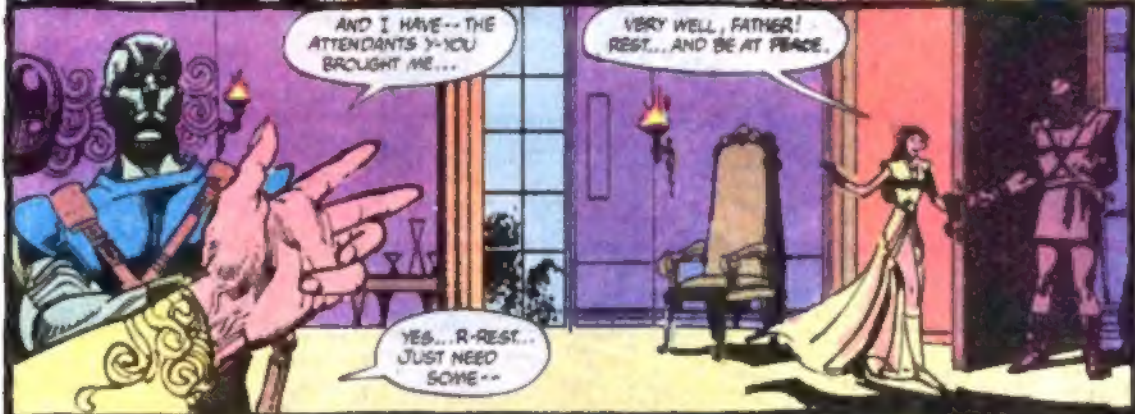
AS LADY SAPPHIRE'S CONSORT, THE PRINCE WOULD LOSE ALL CLAIM TO THE ZEMME THRONE!

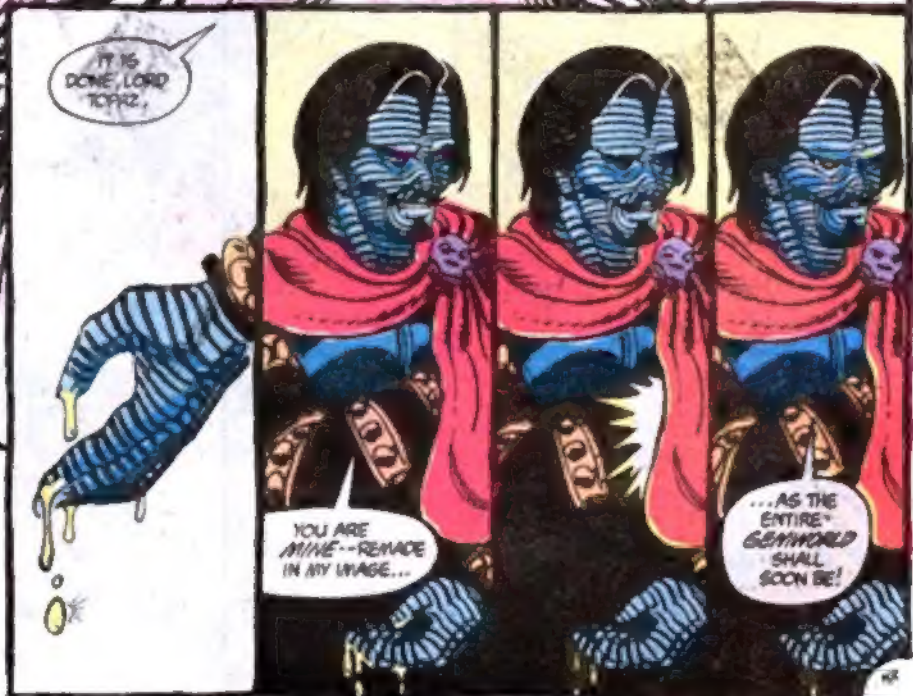
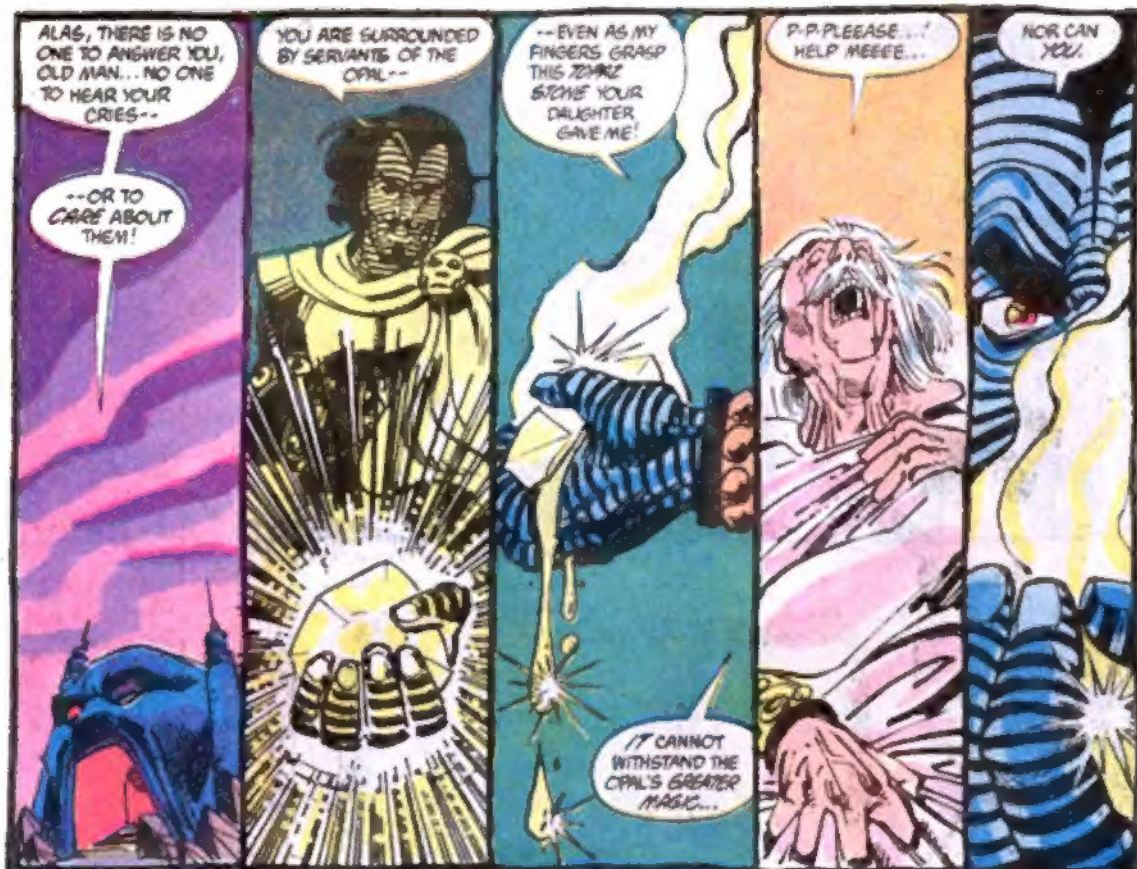
THAT THRONE IS IN JEOPARDY EVEN NOW, WITCH-MOTHER OR DO YOU THINK IT A COINCIDENCE THAT THE OLD LORD HAS SUDDENLY TAKEN ILL?

IT IS NO COINCIDENCE, SARNET--AND THAT IS WHY YOU TWO MUST MAKE HASTE...

... TO PUT A HALT TO DARK ORAL'S EVIL SCHEME!

WHILE AT DISTANT TOPAZZ KEEP...





The UNINVITED

by MISHKIN, COHN, COLON, COSTANZA,
ZILBER & BERGER







...WHILE OUTSIDE, ASSEMBLED ROYALTY AND GUESTS
WILL ABOUT, AWAITING THE START OF THE DAY'S
FEASTS...



...SOME QUITE
PATIENTLY--

-- OTHERS FAR LESS SO...



ALL IS WELL,
SARAH--

MY FATHER HAS BEEN
DEALT WITH AND MY BROTHER
WILL NOT ACT ALONE: IT ONLY
REMAINS FOR DARK ORAL
TO APPEAR...

THIS WAITING MAKES ME NERVOUS--!
IF SOMETHING SHOULD GO WRONG...



...AND A HORRIBLE FEAST--
ER, TERRIBLE BEAST-- IT WAS,
MY LOVELIES!

BUT I STOOD MY GROUND!
AND CAN YOU TELL ME
WHY?

TEE HEE-- THAT
TICKLES!



THAT WIFE, BOY! I SHOULD
DRAW MY SWORD AND--



MY
HUSBAND,
DON'T!

SLAY THE RED PRINCE AND
DARK ORAL IS WORTHY WILL
SURELY FALL UPON THE
HOUSE OF MOONSTONE!

NO, I'LL TELL YOU
WHAT THE--



EH? WHY IS HE
STOP--

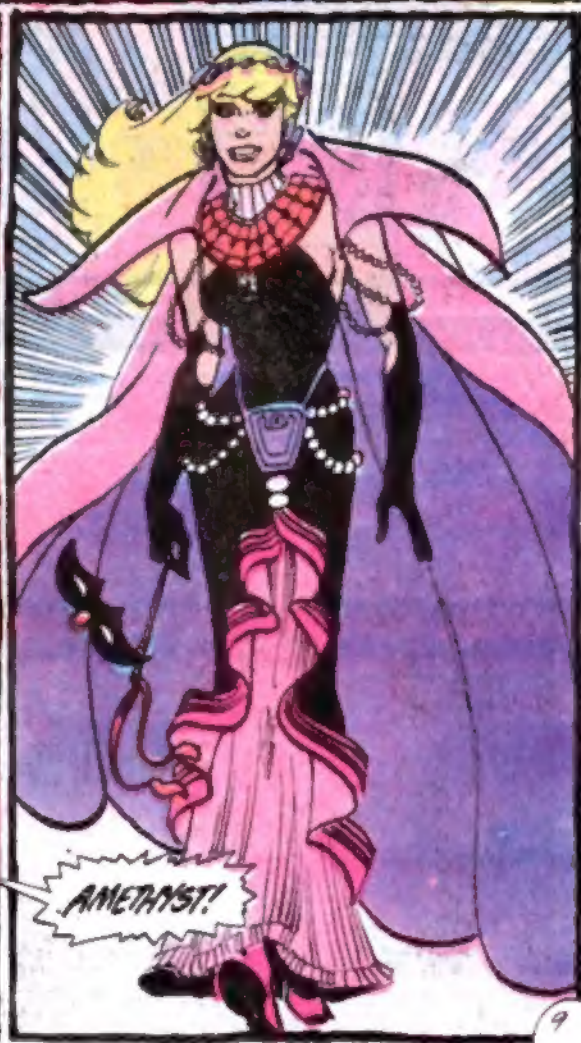


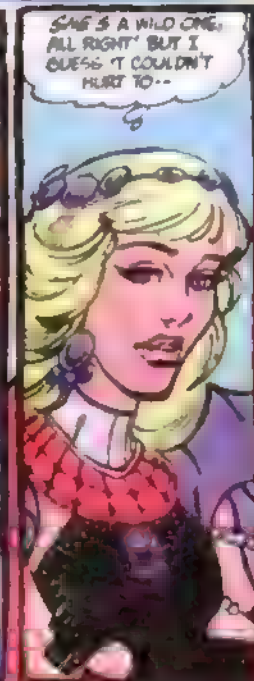
OH?

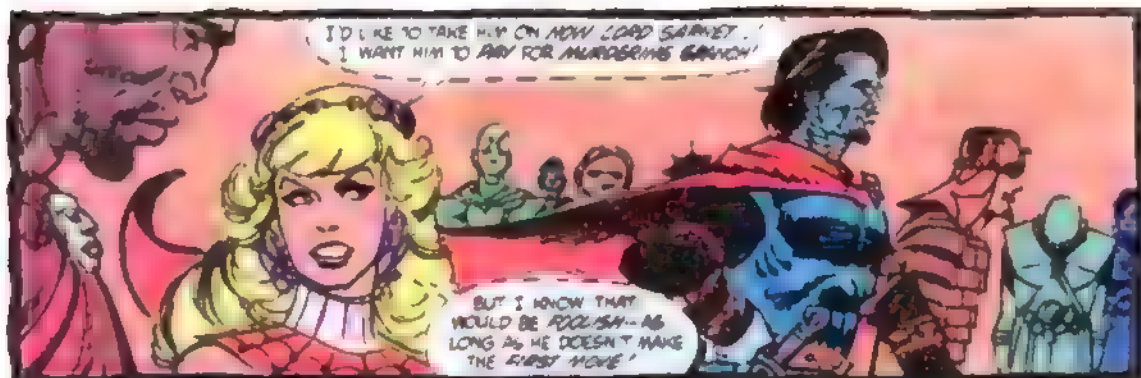


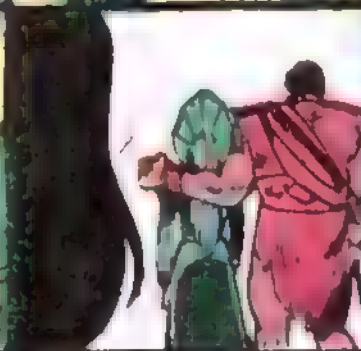
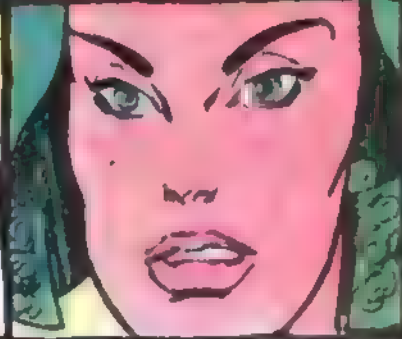
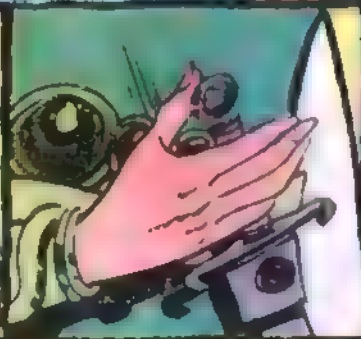
HOW DARE
HE SHOW
HIMSELF HERE!

CONTINUED ON 2ND PAGE FOLLOWING









BUT KNOW THAT DARK OCEAN'S DOWNFALL WILL COME SOON.

IN FACT IT HAS ALREADY BEGUN!

WHEN TWO ROYAL BLOODLINES MARRY THEN ONE MUST GIVE UP BLOOD DENY ITS NAME. MAN AND WOMAN WED CANNOT BE STRANGERS--NOT TWO HOUSES, BUT THE SAME.

AND OUR HOUSE, LITTLE BROTHER SHALL BE NONE ALONE!

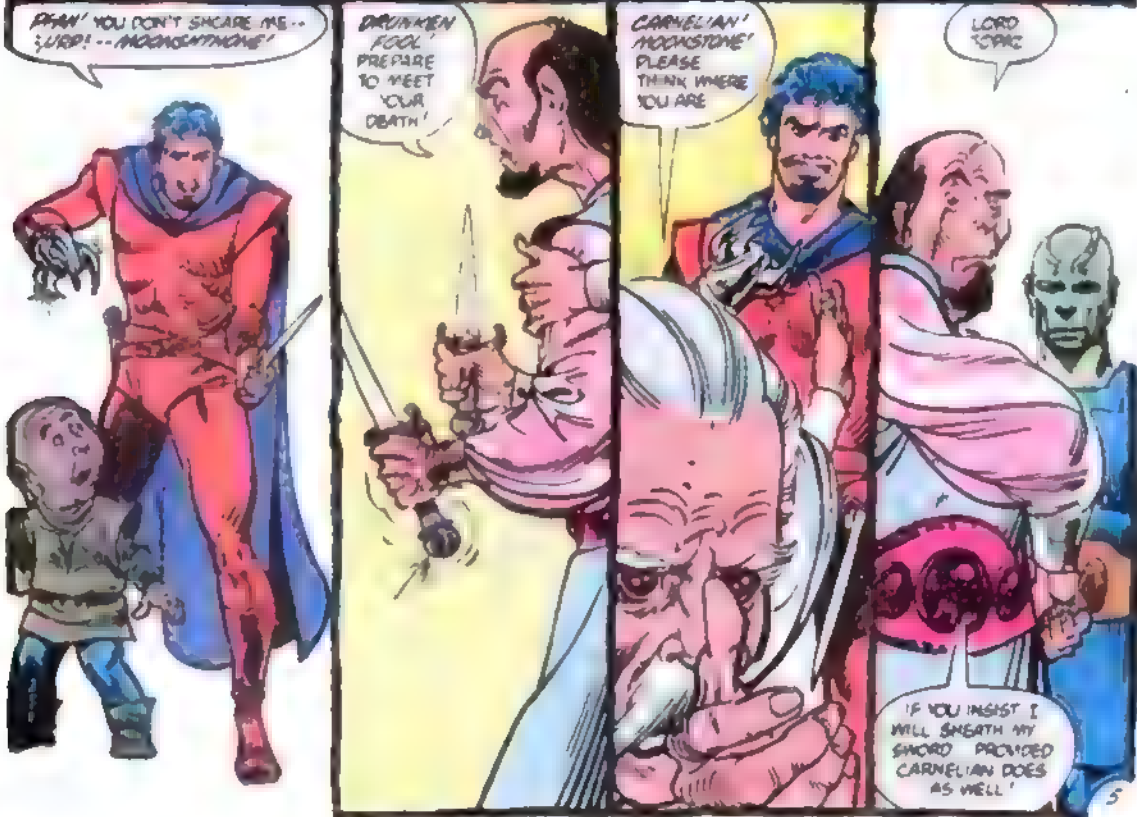
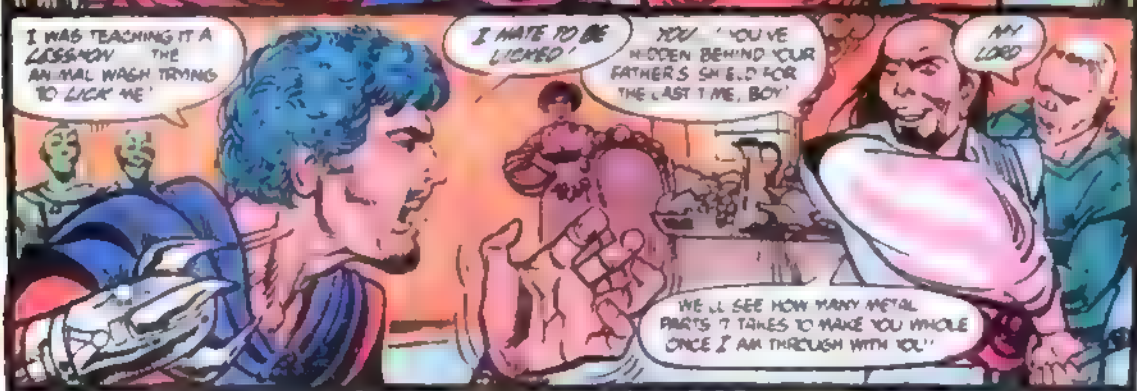
SINCE THE DAYS IN DISANT AGES WHEN FROM ACROSS THE SEVEN SEAS WE CAME TWO WHOSE MAGIC CAME TOGETHER THIS WERE NOT TWO HOUSES, BUT THE SAME.

"THE SEVEN SEAS" IS FUNNY THAT'S WHAT THE OCEANS ON EARTH ARE SOMETIMES CALLED!

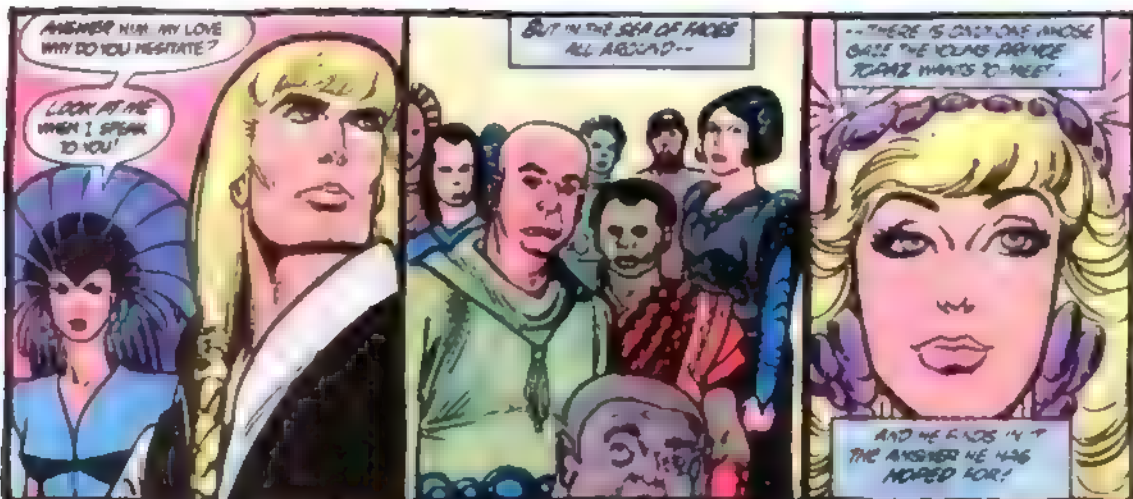
I WONDER IF THERE'S A CONNECTION.

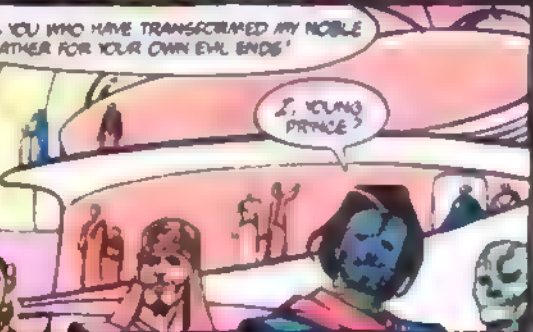
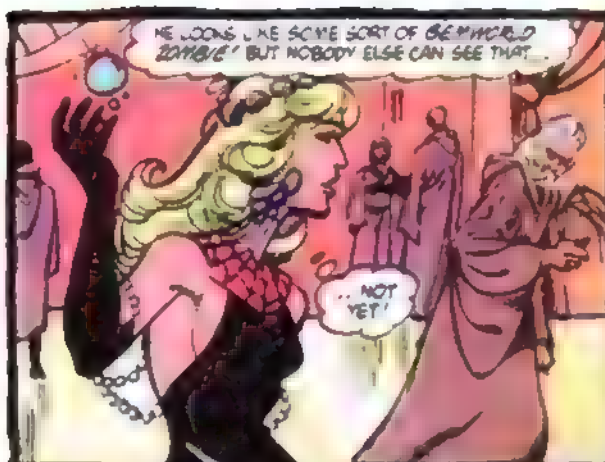
HAVE YOU HEARD, MY SWEET--OF HOW I SLEW THE MONSTER THAT--

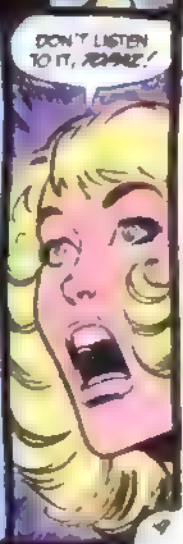
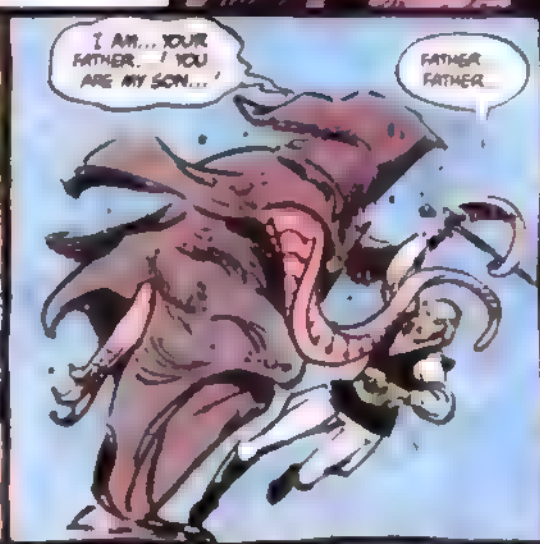
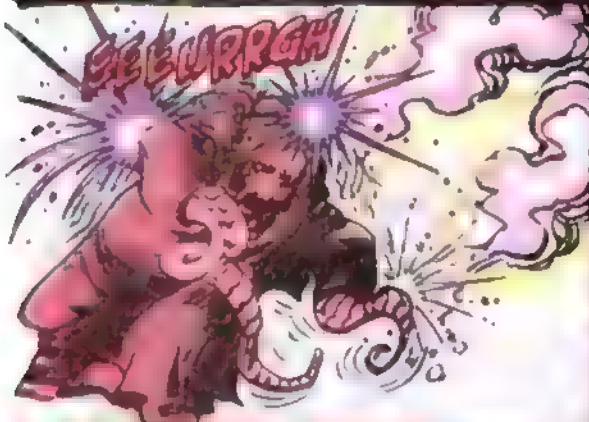
PRINCE CARNELIAN HUGH, THE GERMANY













WHEREVER YOUR SOUL MAY BE AT THIS HOUR

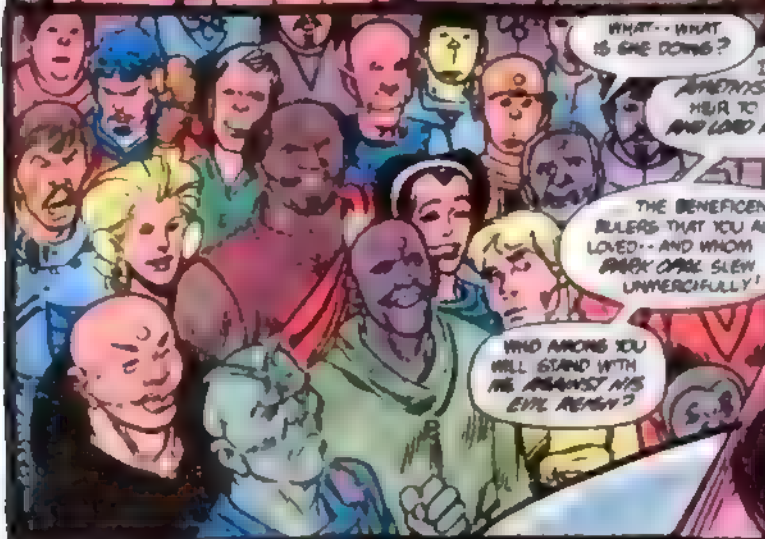


FORGIVE ME!

GLURGH!!



HEAR ME, NOBLES OF THE SEVENTH...



WHAT... WHAT IS SHE DOING?

I AM AN ANTI-THIST RIGHTFUL HEIR TO THE CROWN AND LORD ANTI-THIST

THE BENEFICENT RULERS THAT YOU ALL LOVED... AND WHOM DARK ONE SLEW UNMERCIFULLY!

WHO AMONG YOU WILL STAND WITH ME AGAINST HIS EVIL REIGN?



THERE CAN BE NO DOUBTING THE TRUTH OF WHAT SHE SAYS SHE IS THE LOST PRINCESS!

BUT THERE IS ALSO

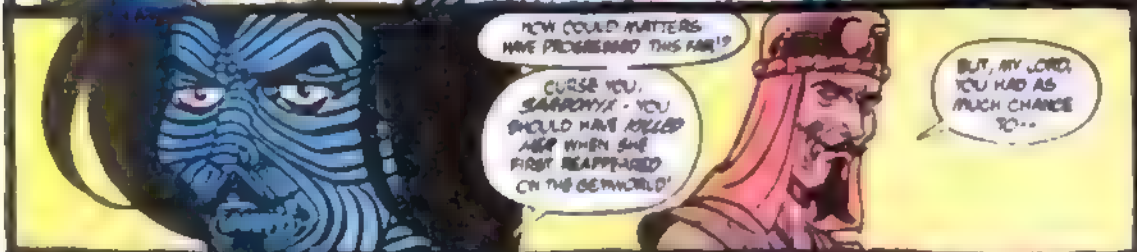


LORD OPAL...



I WILL STAND WITH YOU, MY PRINCESS!

LET LADY TURGOUSE BE YOUR STRONG RIGHT ARM!



MEANWHILE

I have a vision

A vision of comics being all that they can be.

These are the opening lines of a speech I delivered at eight or ten major conventions during 1982. The lines were intended to segue into the major thrust of the address, that the comic industry's need for new talent would prevent my vision from ever becoming a reality unless a program was initiated by the major publishers to encourage the entry of new talent into the field.

But my speech never clearly delineated my vision, its origins, or its development and I'd like to do that now.

So I will.



I can't remember exactly how old I was. I was in bed. I was sickly as a child and spent lots of time in bed. Since I am an only child and my father worked and my mother had her chores, I spent a good many hours finding ways to occupy myself. My parents, bless em, knew how difficult it was for me and did everything they could to keep me comfortable. My father brought something home for me each night, something to help me while away the lonesome hours. This particular night he brought home a comic book.

Famous Funnies to be exact, my first comic book ever. "Here you are, Dickie. Now you can read the funnies every day, not just on Sunday." I picked up the magazine he'd tossed on the bed, flipped through the pages, memorized... and I haven't been the same since!

I can tell you why those early comics affected me the way they did, but I was hooked and immediately became an avid reader. Soon I was writing and drawing my own comics, (sometimes on brown paper bags that my mother brought groceries home in) to pass the time between issues of my favorites. I remember, in particular, drawing "The Little King", a popular Sunday comic strip of the time, and my parents beaming proudly at my "talent". I really didn't need

much encouragement. I'd made up my mind that reading or drawing comics was fun and I would do both for as long as I could. Perhaps for the rest of my life. I was then seven years old.



Jump ahead five/six years. I'm in elementary school now, not so sickly anymore, lots of friends, getting into sports, baseball mostly. Still an avid reader (Batman wipes me out. Can't wait for the next issue... especially if the Joker is the villain...), still drawing my own comics, which now tend to be adaptations of stories from the pulp magazines of the time, mostly sport stories. Each day when school ends, I buy a package of Drake's cupcakes (3 to a package), trudge home and with a glass of milk, the radio turned on to Captain Midnight or Jack Armstrong, I spend the time waiting for my parents to come home from work reading my latest stack of comics. A major event in my life at that time was discovering that a classmate of mine, Pat Bove, shared my unbridled enthusiasm for reading comics (though he didn't draw them), bought his comics at a mysterious "other" store, seemed to be able to produce huge stacks of them, seemingly at will and they were almost all titles that I couldn't get at my store and we started trading. Now I could read two or three comics for every one I bought. Nice! Thank you, Pat Bove, wherever you are!



Graduated elementary school having already made a career choice. A vocational high school in the New York City system, The School of Industrial Art, offered courses in cartooning as well as all the other commercial arts. It also required its students to take all the necessary academic subjects needed to enter college, so my school day was quite long and there was a 45 minute subway ride in either direction to make the day longer. I think this is where my 4 A.M. rising time started. I worked

hard. I loved it. I learned my craft. Talent is a good start, but you do need training!

My high school years and my first year of working were uneventful, in the main. But the early fifties saw the emergence of DC Comics, and a new standard was set. I was knocked out of my socks by those comics. Here were stories that were literate, exciting, revolved around themes or messages that readers could relate to. They were well illustrated, beautifully colored, and, in my mind, all other comics paled by comparison. More than all this, you could feel that the creative people cared about their material, the editors (comic giants, Al Feldstein and Harvey Kurtzman) put their individual stamps on the books that they edited and publisher Bill Gaines supplied his support, direction and whatever else was needed to make it happen. The end result was a stunning line of comics that were fun to read and demanded that you care about them and their creators, who were given great visibility by the publisher and the editors.



This early vision of what comics can be still fires me today. I don't mean that I intend to copy DC Comics. Today's tastes have changed, but I do want to publish a line of DC Comics that will have the same overwhelming level of creative energy, that will have people working together who care about their material, each other, their reader and comics in general. Creators who work toward a common goal for love of the work and a desire to entertain and please an audience... as well as themselves... creators who feel that they can make such a total commitment and not feel "it's just a job" to produce a line of comics that make a special statement. Their statement is short, a line of comics I can read to recapture the excitement of a time, not too long ago, when comics were all they could be.



Maybe it won't happen this year, maybe it won't happen in the next five years, maybe it won't happen ever!

But it won't be because I haven't tried. You see, I have a vision.

Thank you and Good Afternoon

Dick

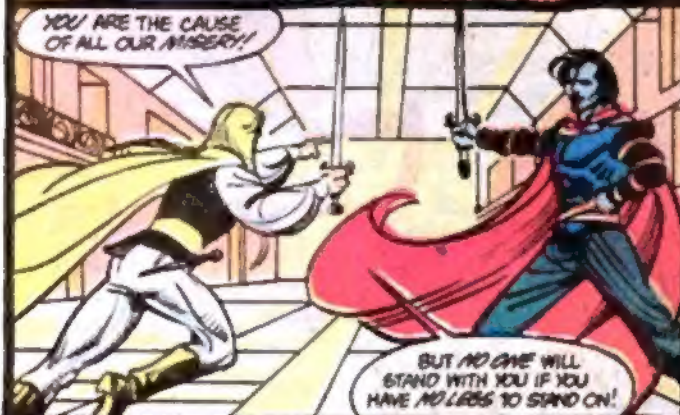


OLD, LORD MOONSTONE!
THE RED PRINCE MAY BE
DROWNING, BUT HE IS OUR
MASTER'S SON!

AND I FOR ONE WILL
STAND LOYAL TO NONE
BUT DARK CARL!



DARK
CARL!



YOU ARE THE CAUSE
OF ALL OUR MISERY!!

BUT NO ONE WILL
STAND WITH YOU IF YOU
HAVE NO LEGS TO STAND ON!



NO, YOUNG
PRINCE!



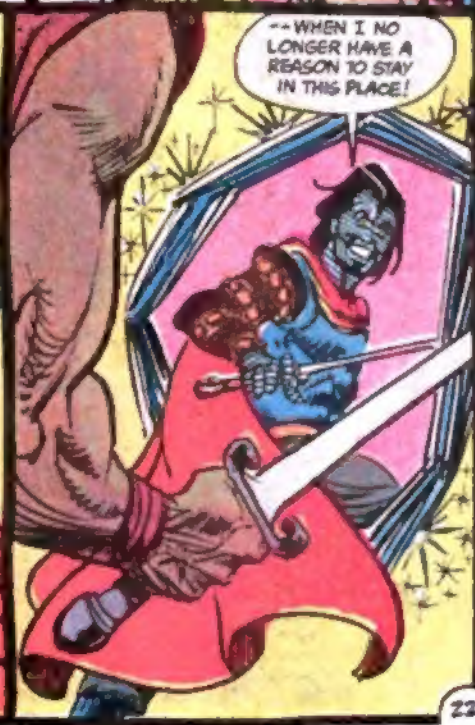
THE BOY DOESN'T
REALIZE WHOM HE'S
FIGHTING, CARL! FEW
ARE YOUR MASTERS
WITH THE BLADE!

BUT YOU KNOW
THAT I AM ONE OF
THOSE FEW!

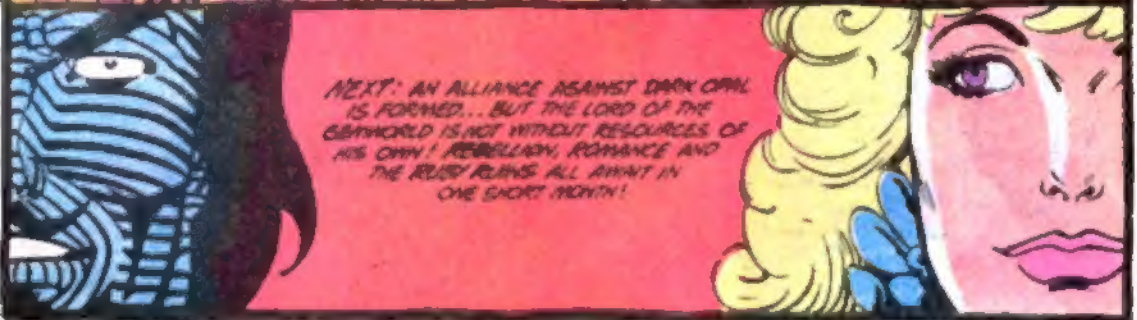
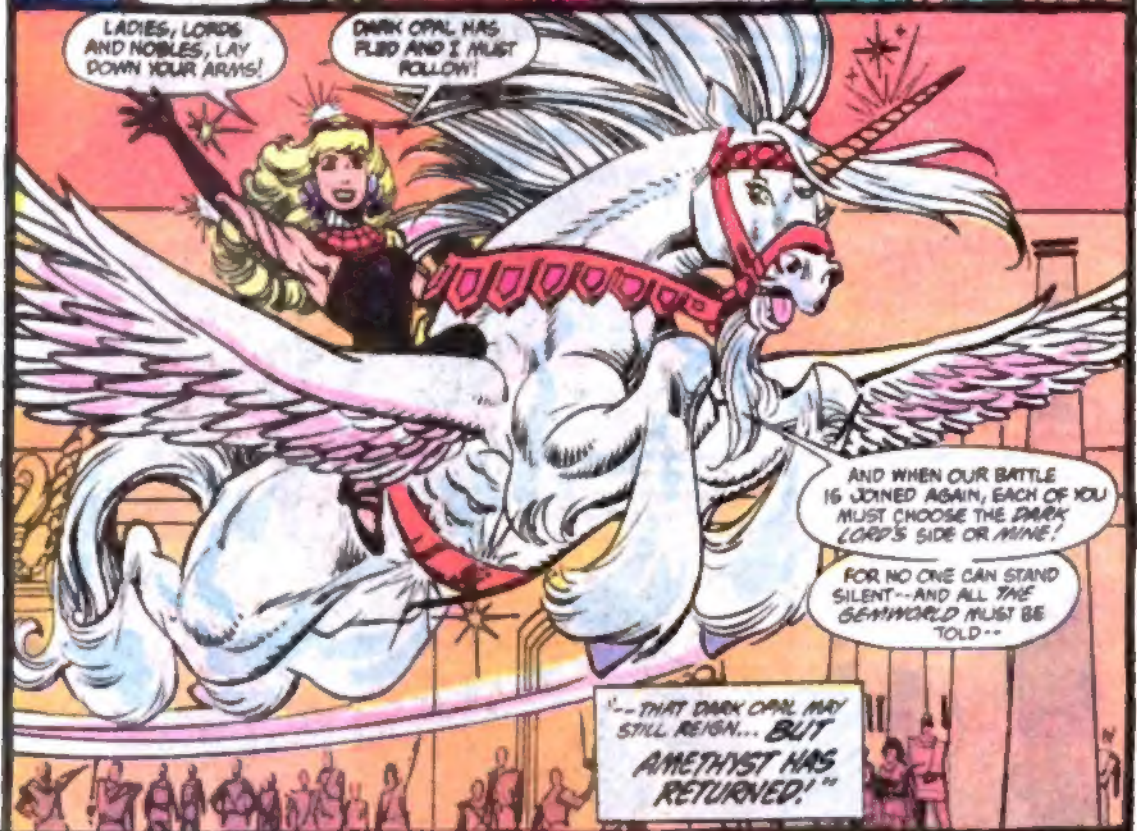


OUR SWORDS HAVE NOT
CROSSED--UNF--IN TWENTY
YEARS, CARL!!

YOU ARE OLD AND
SLOW NOW...AND I WILL
NOT BE COMELED INTO A
BATTLE WITH YOU--



--WHEN I NO
LONGER HAVE A
REASON TO STAY
IN THIS PLACE!



Purple Prose

DC COMICS, INC.,
666 FIFTH AVENUE, NEW YORK, N.Y. 10103

L-1480



Dear Karen,

This is the first letter I've ever written to a comic book letter column and I hope it gets printed. But after reading *Amethyst* #'s 1, 2, 3 and 4, I had to write to you. You see, I had only been writing two series of comic books and that was occasionally. But, after seeing the *Amethyst* ad in Sgt. Rock, I decided to check it out. I liked it a lot! I enjoy fantasy stories.

I'd like to tell you my opinion of the characters. *Amethyst*—good for being a main star. But I think she needs to fight regularly sometimes instead of always using her spells. *Granch*—my favorite co-star. He's the main hero-guard of the good guys. *Citrine*—hmm. A witch whose powers are all but used up. *Dark Opal*—the mean bad guy type. He's my favorite enemy in the series. *Sardonyx*—an enemy who bumbles around and loses battles. *Carnelian*—the questionable type whose next move is unpredictable.

Well, that about wraps that up. But I've got a couple of questions. 1) Who is that little green lizard who gave the gem to Amy at the beginning of #1 and who does he belong to? 2) In times of trouble, why does *Fawne* appear to be smiling?

Keep up the great work on *Amethyst*, the maxi-series!

Jeff Miller
1302 Hummingbird
West Columbia, SC

The little green lizard who's been popping up all over the place is none other than Citrine's little helper and all I'm going to say about Fawne is that she's certainly got some ideas of her own!

.....

Dear Dan, Gary, Ernie, & Karen,

"*Amethyst*" is a very engaging and well produced maxi-series. Issue #4 effectively continued this tradition. The revelations concerning *Amethyst*, *Granch*, *Dark Opal*, and *Gemworld* are all very interesting and exciting. I look forward to meeting and learning more about all of the "Royal Houses of the Gemworld". Does the House of *Amethyst* contain the only rebellious gemstone ruler? *Lady Emerald* seemed rather easily cowed and the Houses of *Sapphire* and *Topaz* show no signs of open opposition to the evil of *Dark Opal*. We now know that *Citrine* was a teacher of magic to students from both the Houses of *Amethyst* and *Opal*, did she also teach mystic skills to those of the other Royal Houses? Will it eventually be student to teacher loyalty that gains *Amethyst* the magical allies she will need to defeat *Dark Opal*? *Dark Opal* is a great villain. I loved his animated, seemingly sentient and spying brooch. This small object was handled with thrilling detail and consistency. This kind of craftsmanship is truly entertaining to behold. *Amethyst* battled like a real trooper in her first real encounter with the magical, physical and psychological dangers of *Dark Opal*. Her next battle will require even more skill and preparation because *Dark Opal* will not underestimate her to such a great degree next time. It is nice (especially for the sake of *Gemworld*) to see *Amethyst* beginning to like her new roles of adult womanhood and

heroine, but I would be sadly disappointed if the adorable little *Amy Winston* were to disappear from this series. I hope *Amethyst* will elect to maintain her Earthly identity and alter-ego. This could serve as a great source of occasional escape and would give her a place to experience the joys of childhood. Becoming an adult over night can rob one of many valuable learning, growing and character building experiences. I hope *Amethyst* will realize this and decide to continue to balance her life between *Gemworld* adulthood and Earth childhood. Also I hate to see such potentially valuable supporting characters as *Amy's* Earth parents disappear from the plotline. They have invested a lot of love and time in *Amy* and I don't think they deserve to lose their daughter, whom they love so much and who has equally as much love for them. The *Amy Winston* aspect of this title is one of its most charming. Please continue it with the excellent care it has thus far been accorded.

The superb script of Dan Mishkin and Gary Cohn was again matched by the hand-in-glove artistry of Ernie Colon, John Costanza and Tom Ziuko. Ernie Colon's style and flare seem to match this book perfectly. I expect that he is as responsible for the mood and characterization as are the writers. Whose idea was the ever-watching and ever-expressive brooch worn by *Dark Opal*, the writers or the artist? I also approve of *Amethyst's* less cumbersome crown.

Congratulations on another very fine issue of *Amethyst*, *Princess Of Gemworld*

Yours in Fandom,
Wallace Lee Hopkins
Box 428
Glen Carbon, IL 62034

Ernie "we don't call him imaginative for nothing" Colon came up with the idea for Dark Opal's ever-observant brooch, Wallace. And yes, Ernie does contribute greatly to the characters very different personalities, as well as to the changing mood of the book. Amethyst is very much a collaborative effort.

.....

Dear Karen,

Usually, I'm pretty resistant to fantasy comics. Most of them are either Conan rip-offs or warmed-over Tolkien. (Let's face it: once you've seen one cosmic being achieve godhood you've seen them all.)

I went into *Amethyst* with some reservations. First, there was that *Masters of the Universe* mini-series which preceded it. Now I had to cross my fingers and hope that another fantasy series four-times as long will go down a little better with me. Then there was the preview in *LSH* #298. It was OK, but not all that different, especially for *Epic* and *Heavy Metal* readers (like me).

But now, with issue #4 and the story one-third of the way done, I must write to tell you that it took a while, but you've got me. I'm hooked. This comic is shaping up very well indeed. I like the characters. *Amethyst* herself needs to grow up a

little if she needs to succeed. What a great concept! Stephen King, in his book *Dance Macabre*, says that most heroic fantasy fails because there isn't much interest in reading of a hero just using his powers. Great fantasy has the loss and the regaining of powers, material, magical or spiritual. This is a plus for *Amethyst*. The heroine must learn to use her powers effectively, or fail... I think Stephen King would love to read this comic.

Mishkin & Cohn's art fits the genre very well. It isn't realistic (a pretty criteria anyway), but it's moody and fantastic enough to make it work. And let's have some praise for Tom Ziuko the colorist. Would pages 10 and 13-14 look just as great in black and white? The colors are very effective in this title, and I'd like to give credit where credit is due.

Now that I'm hooked, what do I do when it's all over? Oh, sure, I could reread it, but be serious. I'm going to do that anyway. How about a sequel? Or an annual? Or how about giving it the back-up spot in *Warlord*? (It's more appropriate than what they have now.) There are only 8 more to go. Give us a break. Give us more *Amethyst* when this is over. Please?

Glenn Dressler
RR #2, Box 191AA
Kankakee, IL 60801

We're very likely going to be producing *Amethyst* in some way, shape or form when this mini-series is over. Glenn, because of the very positive letters we've been receiving. But, as I said in issue #4, as soon as the word is official, you'll be the first to know!

Dear Karen,

Amethyst is a smashing comic, which came as a something of a surprise to me, initially. The fanzine "tidbits" I read before the preview appeared made me think it was not my kind of comic. Well, I was wrong.

With four issues out, I am totally captivated with the saga of Princess *Amethyst* and her alter ego, Amy. Dan Mishkin and Gery Cohn have done up with a marvelous fairy tale, which I can imagine will appeal to a broad age-range. The Gemworld is both charming and frightening, much as Tolkien middle-Earth is.

Ernie Colon is a revelation on this comic! His work on *Arak*, subject as it was to imitations by others, didn't particularly impress me. Ernie's solo art on *Amethyst* is, well, it's many things. It's attractive, imaginative, intriguing, amusing and just plain fun. I couldn't picture anyone else doing justice to the story.

Yours,
Dele Coe
41 Whitecross Road
Warrington
Cheshire, England

Dear Karen,

This is the first letter I've written to a comics letters page because I've never been excited enough with them before. I started buying "*Amethyst*" because I had begun to collect comics, but I am getting very hooked on the story. I never expected anything as impressive as this series.

I have some suspicions about Fawns. In #3, on pg. 18, she seemed to have an evil look on her face. Now in #4, each time things are going bad for *Amethyst*, Fawns smiles. When things are going good, she seems upset. Is she an agent of Opal?

I'm glad you are introducing the other gemstone royalties. The plight of Princess Emerald seems terrible indeed. And I'm looking forward to seeing more of Prince Topaz. Do you have any plans for aquamarine? I hope so, since that is my birthstone.

Seems Dark Opal got part of what he deserved when Citrina closed the portal around his hand. He sure is a nasty character! (understatement of the year!)

The artwork is perfect! Love the series so far. Keep up the great work!

Darryl Trapp
P.O. Box 344
Perryton, Texas 79070

Thanks for making *Amethyst* your "first". Darryl, and now since this mini-series has officially entered its half-way point, expect to see more royal lords and ladies in the thick of things. And just your luck, we do have plans for Aquamarine!

Dear Karen,

The time for silence has passed. I will not go into all the many positive aspects of *Amethyst*. It should suffice simply to say that there are many. Still...

Amethyst #4 was graced with the best cover thus far and the story, hand in hand with the art, made a very enjoyable issue. I feel that *Amethyst* has much more potential than a twelve issue maxi-series, though it may lack the strength to carry as a permanent title. Maybe another maxi-series as mentioned this issue would be appropriate.

I am fascinated at how this so-called project has developed into one of DC's best! I'm glad *Amethyst* finally realizes that she should go back and inform her earth parents of her "other life" since this will nicely end what could be an over-used subplot.

It can be only up from here.

Take care.

Chris Sullivan
139 Kingston Rd.
Lake Parsippany, NJ

Dear Gem People,

Very seldom is it that a comic book will come along that sort of strikes with a total "wow". The content of *Amethyst* is one of wonder, one of awe. Action series like *Teen Titans* or *Superman* are great, but *Amethyst* is well, great too! I hardly think of *Amethyst* as an adventure series in the true sense—while other titles rely heavily on flashy costumes, bulging muscles, interesting sound effects. *Amethyst* is pure fantasy—it's another world.

All this aside, let me say that *Amethyst* will be better off if she doesn't know exactly what she can do. For example, a typical new character will say, "Gosh, I'm a super-powered person with ability to fly, use power blasts and tune into cable television" and so on.

True enough, *Amethyst* is not a super heroine in the true sense, that is if you mean one who stops bank robberies, but she is a heroine. Keep her powers something to be relatively unknown, as it adds interest and keeps the plot moving.

Overall, *Amethyst* is great. The story and artwork perfectly sets off the characters—*Amethyst*, beyond words! Dark Opal, perfectly chilling. A true villain. Oh, yes, someone I hope stays around. Granch. Perfectly fearsome and friendly. Hope to see some type of relationship between him and *Amethyst*.

I haven't seen stuff like this since I read Frank Herbert's *Dune*.

Matt Lawrie
104 Bannock Road
Orono, Maine

And now for something completely different

Dear Editor,

What's all this I hear about a comic called *Athiest*. Princess of Gemworld? Frankly I think it's disgraceful that you would do a comic about a character who doesn't believe in God!

What's the world coming to? Lord knows there are enough people in the world who don't worship in Church without you publishing comics to encourage them even more! I say this has to stop! After all, if this character has no one to pray to, then she won't be able to utter such classic comic book phrases as, "Good Lord", "Holy Hannah" and "Oh, my God!"

And what's this princess doing on a world full of germs anyway? Why are you publishing a comic about a non-believer who lives in such a filthy, disgusting place? If you want my opinion, I say this comic is...

What? You say it's called *Amethyst*. Princess of Gemworld? Oh, well, that's completely different.

Never mind.

Mrs. Emily Latella
(Live from) New York City, NY

For those of you who haven't seen DC PRESENTS #63 this month, run right back to the store and grab a copy before it's too late! *Amethyst* is Superman's special guest-star in "World's to Conquer", a tale of magic and mystery in Metropolis and the Gemworld!

NEXT MONTH: Just three words—Diamonds and Dust! See you then, Karen